

## **SUBCHAPTER 2. GAMING SCHOOLS**

19:51-2.1 License requirements

19:51-2.2 Gaming equipment

### **19:51-2.1 License requirements**

Except as otherwise provided in N.J.A.C. 19:51-1.2B, no gaming school shall enroll any student or offer any course concerning gaming or dealing techniques or conduct any business whatsoever with a casino licensee or applicant, its employees or agents unless such gaming school is licensed in accordance with N.J.S.A. 5:12-92a and b and has complied with all applicable requirements of the State Department of Education necessary to conduct business as a vocational school in this State.

As adopted, effective: 01/06/97

### **19:51-2.2 Gaming equipment**

(a) All gaming equipment utilized by a gaming school, including gaming chips and plaques, shall be used for training, instructional and practice purposes only. The use of any such gaming equipment for actual gaming by any person is prohibited and may constitute cause for the suspension or revocation of the gaming school license.

(b) Unless the Commission otherwise determines, all gaming chips and plaques utilized by a gaming school shall be distinctly dissimilar to any gaming chips and plaques utilized by a casino licensee.

(c) No gaming school shall possess any slot machine or remove or transport any slot machine except in accordance with the Act and N.J.A.C. 19:46-1.22, 1.23 and 1.24.

(d) Each slot machine on the premises of a gaming school shall have permanently affixed on it a serial number which, together with the location of

the machine, shall be filed with the Commission.

(e) Each gaming school shall provide adequate security for the slot machines on the gaming school premises.

(f) No gaming school shall sell or transfer any slot machine except upon prior written notice to the Commission and the Division and the removal of all serial numbers required by this section.

As adopted, effective: 01/06/97